FAMICOM FAMILY

The adventures of

MUSASHI JR.

珍説

sigma

INSTRUCTION MANUAL

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任天堂 FAMILY COMPUTER SEI-IC

The adventures of MUSASHI JR.

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Table of Contents

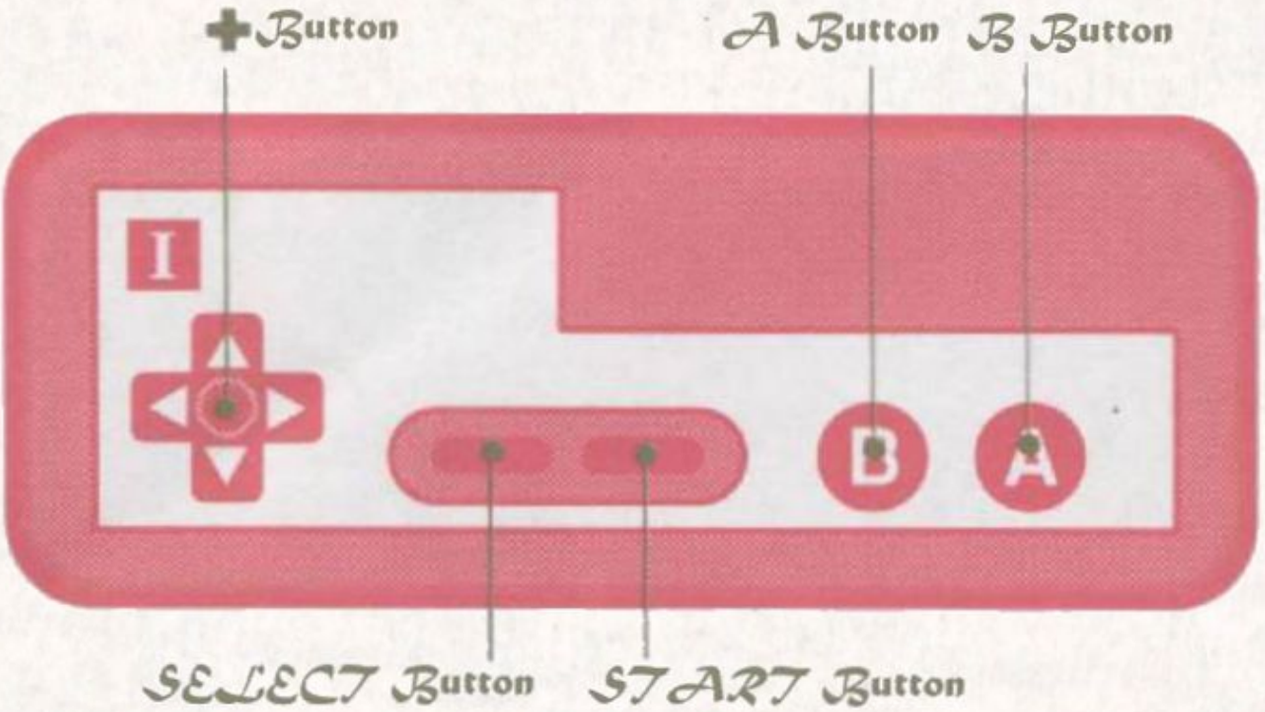
Map of Yamato ..... P 2
Controls ..... P 4
Starting the Game ..... P 5
Adventure Guide ..... P 7
Local Stores ..... P 9
Let's hit the Road! ..... P 11
Battle Tips ..... P 12
Caves and Towers ..... P 15
Equipment ..... P 16
Items ..... P 18
Skills ..... P 19
Hints and Tips ..... P 22

MAP OF YAMATO

The land of Yamato, where Musashi's adventures take place, consists of five smaller countries.

You can always consult this Map in case you get lost in the middle of your travels.
We hope that can help our brave warrior with defeating his nemesis, Gaijō the Fiend, and bringing peace back to Yamato.

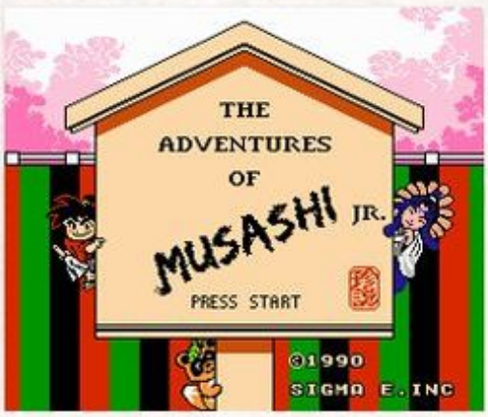
CONTROLS



✚Button	This button is mostly used for moving Musashi around, as well as for choosing commands in menus.
A Button	The A Button is used for opening the Main Menu on the field screen and confirming chosen commands.
B Button	Used for cancelling comands.
START Button	Used on the Title Screen for starting the game and on the field screen to open the Status Window.
SELECT Button	Not used.

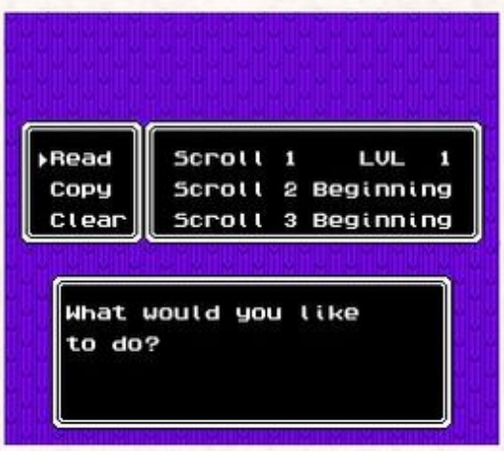
STARTING THE GAME

Press the START Button on the Title Screen to advance to the next screen. There you can choose one out of three adventure scrolls for your journey.
The commands you see there are explained below.



READ

That's the command to start the game.
If you want to play the game from the very start, choose a "Beginning" scroll, and if you want to continue Musashi's quest, choose one of the scrolls with the previously saved progress.
In case you choose a "Beginning" scroll, you will start from Mazima Hamlet right after you've watched a short intro.
In case you opt for continuing your travels, you will resume the game from the last Shrine you had your progress saved at.



COPY

This command copies an existing scroll to some other place. It's useful when you want to get rid of an old scroll and record a new one. Take care, though - in case you're moving your scroll to a place which already occupied by another one, the older scroll will be overwritten, and you will lose it forever.

CLEAR

You can access only 3 scrolls at the same time. So, if you want to start a new adventure and all scrolls are filled... Then, you'd have to decide a scroll you don't need anymore. Take care, though! Once a scroll gets cleared, you will never be able to restore it!

ADVENTURE GUIDE

This section explains the commands Musashi may use during his adventures of legend.

FIELD COMMANDS

TALK

In order to talk to a person, you need to get close, face him or her and press the A Button. You'd better talk to people a lot if you want to progress the story smoothly. When at a store, you can talk over a desk to buy something.

SKILLS

With the story progression, Musashi's Level will rise, and he will be able to use Skills. As for the skills usable in the field, they will mostly recover Musashi's health. In order to use one, open the Main Menu, choose "Skills", then a skill you want with the ✚ Button and confirm your choice with the A Button.

ITEMS

This command is needed to use the items Musashi can acquire during his travels. By selecting "Items" from the Main Menu, you can access the Item Menu where you can choose items for further use. When you find an item of your liking with the ✚ Button, confirm your choice with the A Button to open yet another submenu where you can decide what to do with your item next.

REMEMBER!

You can only see 7 items on one screen at the same time. In order to see the other items in your possession, press ▼ with the ✚Button to scroll to the next page.

SEARCH

This command is used to check around Musashi. This way he can open various containers and acquire treasures from them. Moreover, what Musashi can't find by himself can be easily caught with Tanuki's acute senses when he joins our hero.

LOCAL STORES

WEAPON STORE

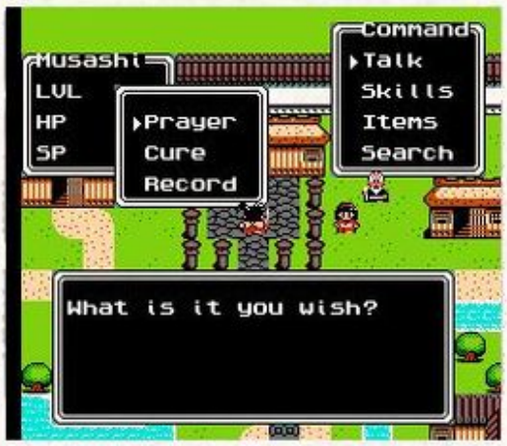
This is where weapons and armor for Musashi are sold. Stocks may differ from village to village and from hamlet to hamlet, so when you enter a new location,, that's the best place to look for new equipment. There are many types of protective gear, so try to keep the balance.

GENERAL STORE

Here you can buy many items that Musashi might need on his quest. Moreover, here you can also sell items, weapons and armor you don't need anymore. When you're only in the beginning of your adventures, we would highly recommend you stick to Toad Oil and Cleansing Salts. They might prove to be really useful in case of an emergency.

SHRINE

A shrine is the only place where Musashi can record everything he has experienced so far on a scroll. Here you can also find out how much experience you need to reach the next level and cure Musashi's body in case he gets poisoned.



SHAMAN

This is a place where Musashi can get various hints about his quest. In case you get stuck in the middle of your journey, the Shaman's is the place you should visit first.

INN

When you fight monsters, you will most likely get hurt from time to time. When you stay a night at the Inn, you will heal your body and restore all of your Skill Points. When Musashi is in the beginning of his quest, you should visit an Inn quite often.

LET'S HIT THE ROAD!

As soon as you're done with purchasing new equipment and talking to all the people in Azima Hamlet, it's just about time to start a real adventure. Musashi sets on a trip to beat his nemesis - Gajiro the Fiend. But since he might be too weak in the very beginning, it would be useful to train around Azima Hamlet for a while.

STATUS SCREEN

You can see Musashi's current stats by pressing the Start Button ingame. Here you can also check his Attack and Defence when equipping a new weapon or armor.

BATTLE TIPS

When travelling across the world map, Musashi will meet monsters from time to time. When that happens, surrounding music will change, and you will be taken to the battle screen. Here, you can use Battle Commands to fight your opponents. Choose commands with the ✚ Button and use the A Button to confirm your choice or the B Button to cancel it. The way you input commands is just the same as on the field screen. Use the skills you mastered or items you have - any way would do to defeat monsters. There are times when you catch your enemies off-guard, and there are times when they can surprise you, so you must be ready for both situations. Now, let's consider Battle Commands in more details.

FIGHT

This is by far the basic command you'll be using. It will let you hit your enemies with the currently equipped weapon. This will be likely the most popular command in your arsenal.

SKILLS

After Musashi has trained for a while, he will raise his level and will be able to use some Skills. The higher Musashi's level, the more powerful skills he can learn.

ITEMS

This command is for using items in battle. Items may bear many effects in a fight. For example, the Toad Oil is used for healing Musashi's wounds.

RUN

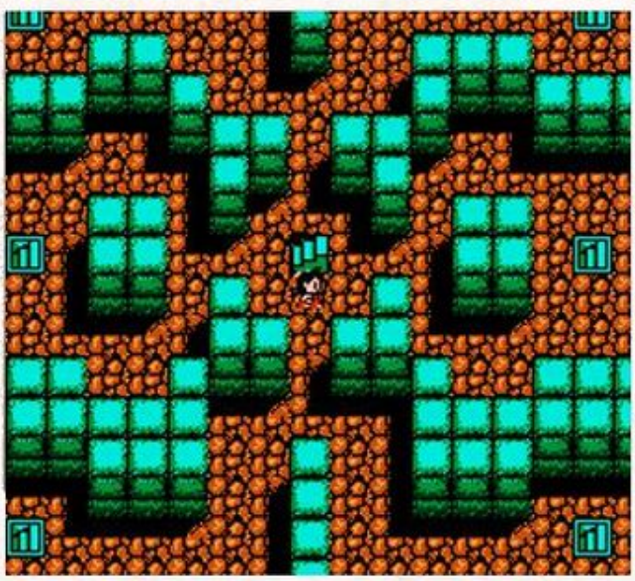
If you fight too much, Musashi's adventures will end very fast. There are times when it's necessary to run away. But there are also times when you can't do that.

TANUKI

When Tanuki joins Musashi, you will see that he's quite a potent sidekick. Occasionally, he will support Musashi in battle. In order to make him stronger, you need to search for "Tanuki Leaves".

CAVES AND TOWERS

There are many villages and hamlets in the land of Yamato, but it's also rich in dungeons like towers and underground caves. During his quest, Musashi will have to visit these locations, but remember that monsters inside are usually much stronger than their kin appearing on the world map, so you should arrange your equipment properly before entering these dungeons. There are often many useful items inside, so check these locations very carefully.



EQUIPMENT

This section explains some of protective gear and weapons that can be equipped by Musashi. Our hero can purchase those at a store or find inside one of numerous dungeons.

Weapons

Bamboo Sword	Musashi's starting weapon, so don't expect too much of it.	Attack+2 Cost: 50 Ryō
Long Sword	A long katana, stronger than the Bamboo Sword.	Attack+4 Cost: 200 Ryō
Bravefish Sword	A decent weapon in the middle of Musashi's quest.	Attack+10 Cost: 700 Ryō
Emperor's Sword	The strongest sword that can be bought at a store.	Attack+15 Cost: 2000 Ryō

Protective Gear

Bamboo Vest	A starting armor that doesn't offer much protection.	Defense+2 Cost: 70 Ryō
Wavebreak Vest	The first armor available at local stores.	Defense+4 Cost: 400 Ryō
Windslicer Vest	A decent battle armor.	Defense+10 Cost: 1000 Ryō
Maple Gauntlets	You can't expect too much from a wooden plank.	Defense+1 Cost: 150 Ryō
Biwa Hat	After all, it's just a supporting protective gear.	Defense+1 Cost: 1200 Ryō
Sparrow Sandals	Raises Musashi's Evasion, making him a hard target.	Evasion+5 Cost: 260 Ryō

ITEMS

During his quest, Musashi will find things both necessary to proceed further and those that will help him along his way.

Items

Toad Oil	Restores 30 Health Points.	Cost: 15 Ryō
Cleansing Salts	Cleanse poison from Musashi's body.	Cost: 8 Ryō
Mole Paw	Takes Musashi out of a cave and to the world map.	Cost: 25 Ryō
Eagle Feather	Teleports Musashi to a village or hamlet he last visited in a blink of an eye.	Cost: 80 Ryō
Dandelion Puff	Takes Musashi out of a tower and to the world map.	Cost: 60 Ryō
Squid Soy Beans	When used in battle, this item drives enemies away with a certain probability.	Cost: 50 Ryō
Sake	As the name suggests, Musashi should drink it, but in fact...	Cost: 50 Ryō
Ebb Sand	When used at a Shrine Gate near a bank, it should open a way forward or so they say...	Can't be bought.
Soothing Flute	This is a flute of marvelous power. What it does is a mystery, though...	Can't be bought.
Mandala Stone	This item restores 40 Skill Points.	Can't be bought.
Tanuki Leaf	They say this item bestowes a new mysterious skill upon Tanuki...	Can't be bought.

SKILLS

Skills are special abilities that can be practiced by Musashi, his enemies and even Tanuki.

Skills

Remedy	Restores Health.	Musashi, enemies, Tanuki	Cost: 4SP
Jintan	Cures Poison.	Musashi	Cost: 4SP
Ding-Dong	Teleports Musashi to a village or hamlet he once visited in a blink of an eye.	Musashi	Cost: 8SP
Seal	Seals the skills of Musashi's opponents.	Musashi, enemies	Cost: 3SP
Flash	A lightning attack.	Musashi	Cost: 5SP
Glacier	A freezing attack.	Musashi, enemies	Cost: 5SP
Firearrow	A blazing attack.	Musashi	Cost: 5SP
Sulfur Smoke	A poisonous gas attack.	Enemies	Cost: ---
Flower	A hypnotic attack.	Musashi, enemies	Cost: 4SP

HINTS AND TIPS

DON'T PUSH TOO HARD!

In the beginning of his quest, Musashi is very weak, so it might be useful to train for a while and raise some levels without straying too far away from his hamlet. Haste makes waste, you know. And don't forget to record another save scroll when Musashi is about to go a long way.

BEFRIEND TANUKI!

You will most likely hear about Tanuki in the very beginning of Musashi's adventures. This magic raccoon will become Musashi's reliable partner, so you should recruit him as fast as you can. Besides, you will not be able o advance through the story without finding him first.

TALK TO PEOPLE!

In case Musashi's lost in the middle of his quest, it's a high time to talk to people around you. With time passing by, some people's ideas and hints may change. It would be useful to make some notes of what people tell you.

HIDDEN POWERS!

Among the great number of items Musashi can find, there will be those that can be used only in battle, and those that can only be used at a specific place. So, don't give up if you can't make some relic work on the world map - keep using it in other situations, and anything can happen! Some of them will definitely be of some use to you!

Thank you for your purchase of "The Adventures of Musashi Jr." game cartridge for Famicom. Please, read this Instruction Manual carefully and consult it in case any question arises.

CAUTION!!!

This game cartridge is equipped with a backup function. In order to make sure the saved data are preserved, be sure to press the Reset Switch when turning the power off.

Since this cartridge is a complex electrical device, please follow temperature requirements in its storage and try not to bang or damage it. You should also remember to never attempt to take it apart.

Never touch the cartridge terminals and keep it away from water as it may cause trouble.

Please, don't use paint thinners, benzine- and alcohol-type volatiles on the cartridge.

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